



WARNING:

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

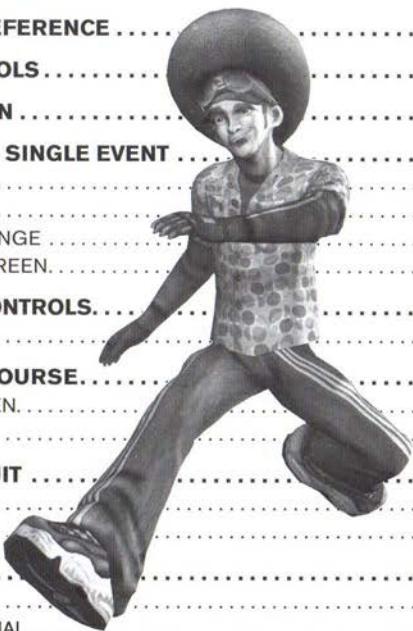
HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this DVD clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

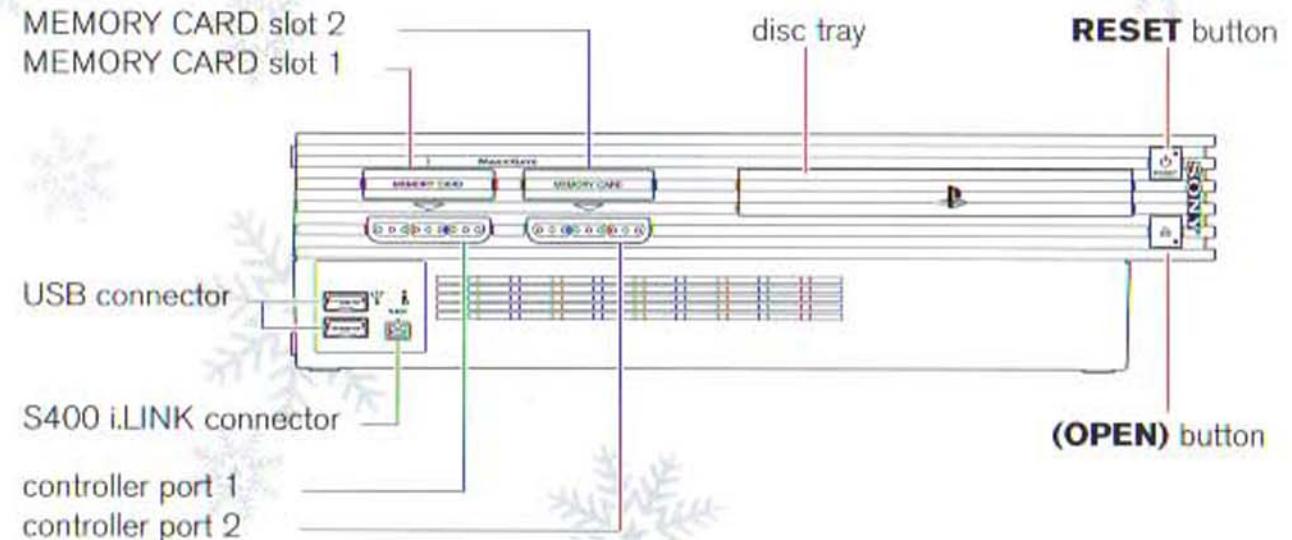
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GETTING STARTED

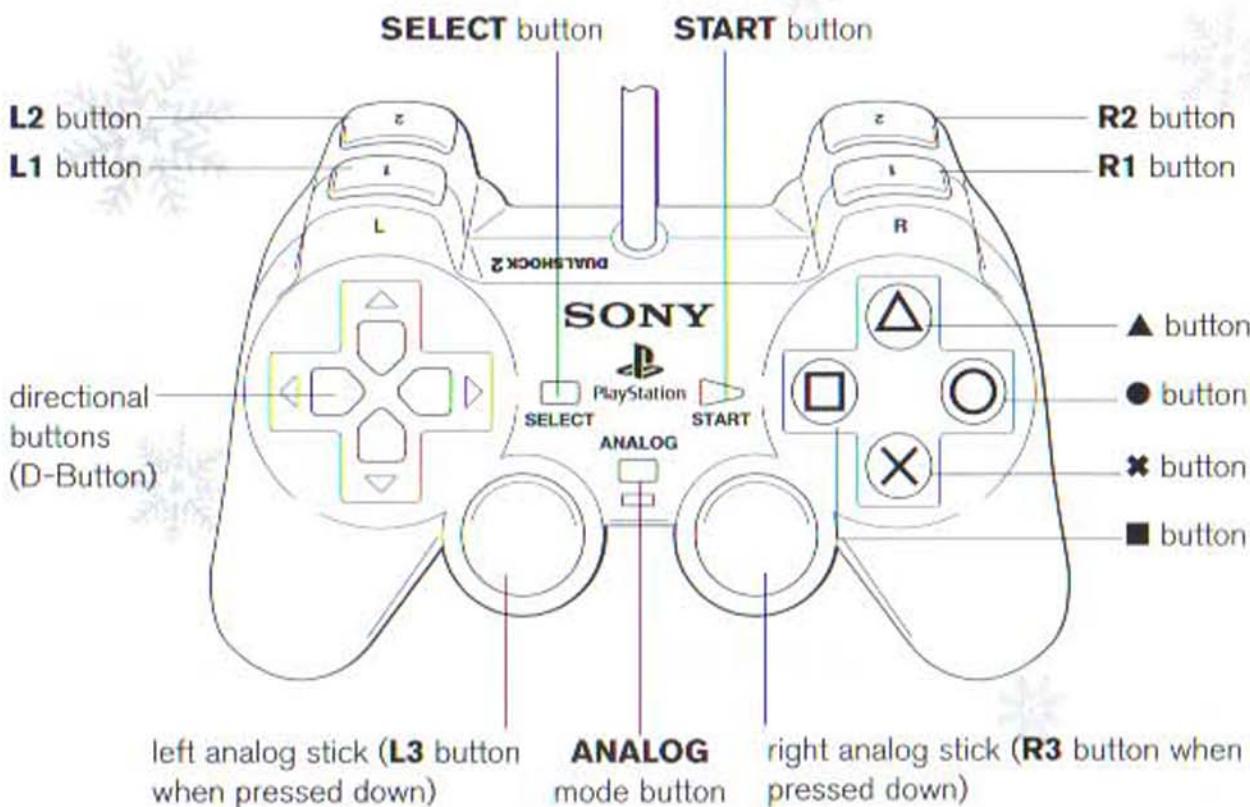
PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned on.
3. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.
4. Place the SSX Tricky disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.

COMMAND REFERENCE

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

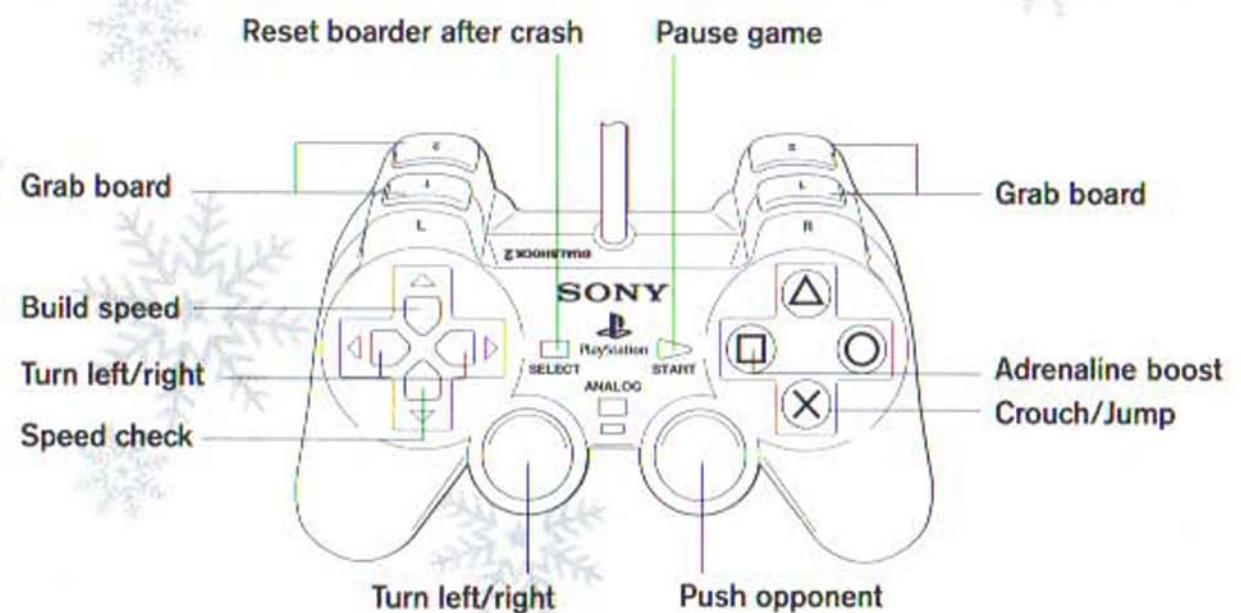


MENU CONTROLS

Highlight menu item	D-Button or left analog stick ↑
Change highlighted item	D-Button or left analog stick ↔
Select/Go to next screen	✗ button
Cancel/Return to previous screen	▲ button/SELECT button
Options menu	■ button

BASIC CONTROLS

Fly high and use these controls to get familiar with the basic SSX Tricky moves. For a list of *Complete Controls*, ➤ p. 14.



To bust out some **simple tricks** on the mountain, press and hold the **X** button to crouch, then release it to jump before you reach the end of the ramp. While flyin' in the air, press and hold the **L1** button, **L2** button, **R1** button, or **R2** button to perform a grab, then release to prepare for landing. The showboatin' is that easy. For more advanced tricks, ➤ p. 16.

NOTE: The longer you stay in the crouch position the higher you fly. Keep this in mind that when you're using the default controller configuration, you cannot make turns while crouching. To cancel a crouch without jumping, press the **L3** button.



INTRODUCTION



SSX Tricky is coming straight at you with insane, sick ÜBER tricks, surreal mind-blowing worlds, and a cast of funky-fresh characters. Blast down the tracks at all-out speeds and suck up the biggest adrenaline you've ever inhaled. All of your favorite SSX courses are tweaked for more speed, more elevation, and more insane thrills, plus two wild new tracks that will blow your mind. Hit the mountain harder with SSX Tricky. The sky is your stage.

Game Features:

- **BIG Air and BIG Tricks**—New “ÜBER” tricks take airborne stunts to the next level.
- **Two All-New Mind-Blowing Worlds**—New Garibaldi and Alaska courses features near-vertical sections and huge drops plus redesigned courses from last year's award winning SSX take you even higher.
- **An International Cast Of Riders**—Six all-new competitors plus six riders from the original SSX make up the Tricky circuit.
- **Hollywood Voices**—Celebrity voice talent bring the characters to life.
- **Own the Mountain**—Compete in a full World Circuit, go head-to-head in the unique Showoff (trick) mode, race the clock in Time Challenge mode, or just kick it in Free Ride.
- **Fresh New Soundtrack**—New releases and exclusive mixes from the cutting-edge world of electronic breaks and beats cut by turntable DJ all-stars Mix Master Mike, Aphrodite, The Plump DJ's, and more.
- **DVD Media**—DVD technology delivers a new 3D front-end as well as exclusive behind-the-scenes and making-of footage, from celebrity voice recording sessions to interaction between the riders on the mountain.

For more info about this and other titles, visit EA SPORTS BIG™ on the web at www.easportsbig.com.

SETTING UP A SINGLE EVENT

Ah yes, your first taste of the mountain. Select a rider, and either **Race** against a field of phat boarders, **Showoff** some of your sweetest moves, or race the clock in a **Time Challenge**.

SSX Tricky goes DVD. Before you set up a Single Event, a race on the World Circuit, or a Time Challenge, take a "peak" at the making of *SSX Tricky*. Check out DVD-quality behind the scenes video footage, producer outtakes, celebrity interviews, EA SPORTS BIG previews and more. You can also browse through the Jukebox and listen to full-length songs featured in *SSX Tricky*. Select **DVD CONTENT** and press the **X** button to enter this new world.

TO START A SINGLE EVENT RACE:

1. Select **START GAME** from the *SSX Tricky* title screen. The Select Mode screen appears.
2. Highlight **SINGLE EVENT** and press the **START** button or press the **X** button. The Player 1 Select Character screen appears.
3. If you have two controllers plugged in, the Select Number of Players screen appears. Highlight the desired number of players and press the **X** button. The Player 1 Select Character screen appears.
4. Press the D-Button or left analog stick \leftrightarrow to highlight your character (\triangleright *Setup Character Screen* on p. 10), and press the **X** button to continue.
5. To access the Select Event screen, select Continue and press the **X** button. To access the Setup Character screen, select modify.
6. From the Select Event screen, highlight **RACE**, **SHOWOFF**, or **TIME CHALLENGE** (\triangleright p. 9) and press the **X** button. The Select Venue screen appears.

NOTE: If you choose Race, the Select Difficulty screen comes before the Select Venue screen. Here, you can choose the skill level of the computer-controlled boarders (**AMATEUR**, SEMI PRO, or PRO).

7. Press the D-Button or left analog stick \leftrightarrow to highlight your venue. Press the **X** button to accept.

NOTE: When selecting a venue, only Garibaldi, Snowdream, and Elysium Alps are available. Unlock tracks in World Circuit Race and Showoff modes. (\triangleright p. 21).

NOTE: You can alter sound, control, and other options from any menu screen. Press the **■** button to access the Options screen (\triangleright p. 13).



HEAD-TO-HEAD RACING

Race a buddy downhill in a Single Event and turn a friendly cruise down the mountain into an all-out brawl for the finish line.

TO RACE HEAD-TO-HEAD:

1. From the Select Mode screen, select **SINGLE EVENT** and press the **X** button. The Select Number of Players screen appears.
2. Select **TWO PLAYERS** and press the **X** button. The Player 1 Select Character screen appears.
3. After Player 1 selects a character and adjusts their options at the Player 1 Setup Character screen, press the **X** button and the Player 2 Select Character screen appears.
4. After Player 2 selects a character and adjusts their options at the Player 2 Setup Character screen, press the **X** button. The Select Event Screen appears.
 - ▀ Player 1 and Player 2 may choose the same character.
5. Choose **RACE**, **SHOWOFF**, or **TIME CHALLENGE**. The Select Venue screen appears (unless you select **RACE**, in which case the Select Difficulty screen appears).
6. At the Select Difficulty screen, choose the skill level of the computer-controlled boarders (**AMATEUR**, SEMI PRO, or PRO). Then proceed through the remaining screens as you would in a single-player game.
 - ▀ In a two-player game, the screen is split in two (left and right).



RACE

Take on the top boarders in a blistering winner-take-all downhill event.

In a Single Event, you race only once down the funkified Garibaldi track and then your day is over. However, you can take on bigger challenges by racing on the World Circuit. In that game mode, you begin your day in a quarterfinal race on the Garibaldi course and you work your way to the final round. Win big on the World Circuit and tracks are unlocked.
► *World Circuit* on p. 21.

SHOWOFF

Show off your sick tricks in this all-out, all-aerial, big air display of show and tell. Just be sure to cross the finish line only after you score the most points with the best tricks.

Showoff facts:

- ☛ Successful tricks require successful landings. It might have looked good in the air, but it won't count if you land on your face.
- ☛ Tracks unlocked during World Circuit become available in this mode but you cannot unlock any tracks in Single Event mode. You must unlock them in World Circuit if you want to play them here.
- ☛ High up in the air on each course are snow crystals. Jump and grab one to boost the style points for the trick you are performing. Yellow doubles your points, orange triples them, and red multiplies your points by five.
- ☛ Each Showoff locale is set up with more objects on the course that do not normally exist in Race mode. Also, every course has several checkpoints. If you cannot pass a checkpoint before the time on the bottom left of the screen runs out, the race is over and you lose all your points. Passing a checkpoint adds time to the clock.
- ☛ You can win medals in Showoff events in World Circuit mode
(► *Showoff* on p. 21).

TIME CHALLENGE

Race against the clock but remember speed doesn't always kill in the Time Challenge.

Time Challenge facts:

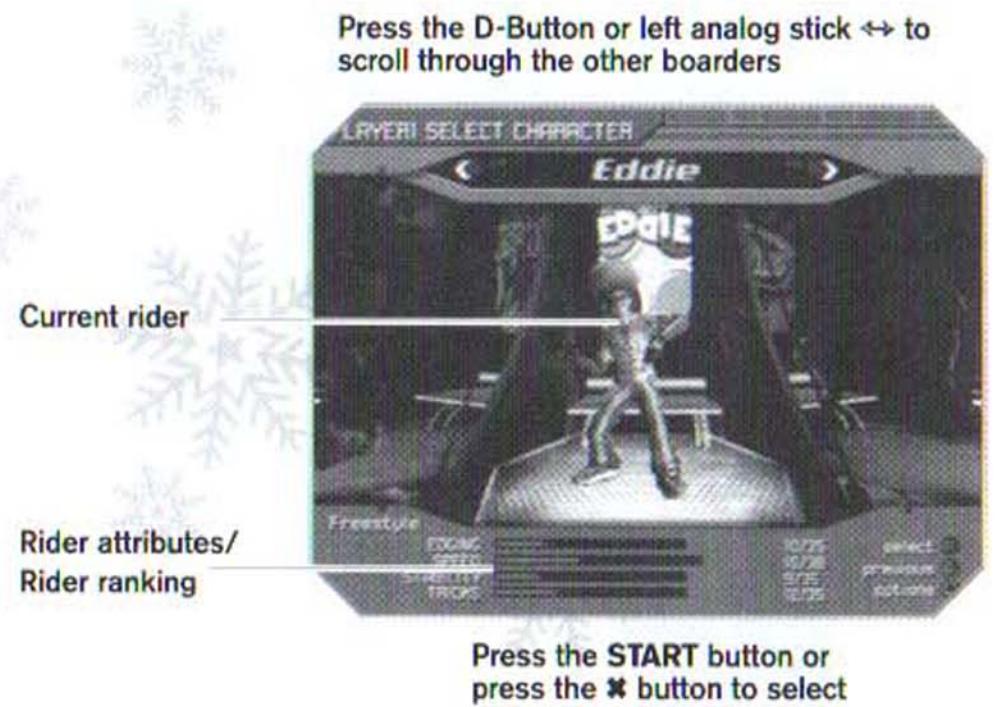
- ☛ Tricks help increase your Adrenaline Meter and a full Adrenaline Meter can help push you down the hill faster. So although this mode is a time thing, it's also a trick thing.
- ☛ Know the track. The main path isn't always the fastest way down the hill. Explore the terrain and seek new cliffs, ramps, and other jumps to help set a blistering time.





SELECT CHARACTER SCREEN

Tame the course with one of the baddest boarders around. All have unique personalities and their own riding style.



- When first playing SSX Tricky, only Eddie, Elise, Moby, and Mac are available. To select the other riders, you must prove your worthiness by unlocking them in World Circuit mode (► p. 21).
- Skill potential shows the maximum skill level your character can achieve for each attribute, given the character's current board. Different boards can affect the character's skill potential (► Board on p. 11).

SETUP CHARACTER SCREEN

Customize your outfit and board and look good on the mountain, and view your Trick Book to see what stunts you've already pulled.

- From the Player 1 Setup Character screen, you can modify any of the following options:

OUTFIT

Change your look by choosing one of the available outfit options that you have unlocked by completing chapters in the character's Trick Book.

- Select a locked outfit then read the bottom of the screen to see to which tricks you need to perform to unlock it (► Trick Book on p. 11).

BOARD

Different boards can boost or lower your skill potential. The red area on each skill bar shows the skill boost that the selected board supplies. Boards come in three types:

FREESTYLE The best boards for performing tricks; not designed for speed.

ALPINE Great for speed, not great for tricks.

BX A mix between Freestyle and Alpine boards: A good board for both speed and tricks.

- Select a locked board then read the bottom of the screen to see to see what rank you need to achieve to unlock it.

Check out any Rider's personal Biography, Backstory, World Circuit (WC) status, and Riders Best (greatest overall achievements). You can also read the quotes from an in-depth Q&A interview session.

RIDER PROFILE

TRICK BOOK

Your Trick Book shows you what tricks you need to perform to unlock uniforms, how to perform them, and which ones you've already completed. Perform all the tricks in the book in a certain chapter and reap the rewards.

Unlock each chapter and you unlock a new uniform. Once you complete the Trick Book (unlock ALL chapters), you earn a new Über board.

Trick Book Notes:

A rider's Trick Book is divided into six chapters (five tricks per chapter). Each rider has a distinct list of tricks and order they appear.

Only active and completed chapters are shown in a Trick Book. Tricks that you have NOT completed appear with a red screen over them. However, tricks that are completed appear in small thumbnails at the bottom of the screen.

Trick Book tricks can be performed only on a rider's default board style





OPTIONS SCREEN

The Trick Book does NOT display the trick button combinations, but you can see the button combinations required in the pause menu Trick Book (► p. 11).

USER NAME

Enter a User Name to track your progress.

On the User Name screen, use the D-Button or left analog stick to highlight a letter and press the **X** button to accept. That letter appears in the edit box. Repeat this step. After a name is created, highlight END and press the **X** button.

SELECT VENUE SCREEN

SSX Tricky delivers a wide variety of challenging terrain. It's up to you to conquer each and every one of them.

Press the D-Button or left analog stick ↔ to scroll through the courses



Press the **START** button or
press the **X** button to select

Tracks that are grayed out become available after you unlock them in World Circuit mode (► *World Circuit* on p. 21). Got what it takes?

To access the Options screen, press the ■ button at any game setup screen.

SOUND

Adjust the volume—the sounds and music—of the game.

NOTE: To take advantage of the DTS setting, your home audio system must have DTS capability.

CONFIGURE CONTROLLER

Turn Vibration **ON/OFF** and choose a **DEFAULT** or **PRO** configuration (► *Complete Controls* on p. 14).

GAME OPTIONS

Set the Replay mode at **NORMAL** or **ADVANCED** (► *Advanced Replay* on p. 23), turn the Auto Load Option **ON/OFF** (► *Saving and Loading* on p. 25), set the maximum number of boarders on the course (*Single Event race* only), and more.

SAVE/LOAD

Save or load games and options, or load a replay (► *Saving and Loading* on p. 25).

CREDITS

Check out the crew who created SSX Tricky.





COMPLETE CONTROLS

After you grow beyond the basics, use these controls and dominate with your "all everything" super fly riding skills.

NOTE: SSX Tricky offers two controller configurations: DEFAULT and PRO (► Options on p. 13). With the PRO configuration, you cannot turn while crouching, but you can use the left analog stick to perform flips and spins. The actions listed below are for the DEFAULT controller configuration.

NOTE: When PRO configuration is ON, press and hold the ▲ button to activate the Combat Cam.

ACTION	COMMAND
Turn left/right, spin in air	D-Button or left analog stick ↪/ ↮
Build speed	D-Button or left analog stick ↑
Speed check	D-Button or left analog stick ↓
Grab board	L1 button, R1 button, L2 button, or R2 button
Crouch/Jump	* button (press and hold to crouch, release to jump)
Adrenaline boost (on the ground)	■ button
Tweak (in the air)	■ button
Push an opponent	right analog stick ↪/ ↑
Cancel crouch	L3 button
Reset boarder	SELECT button
Pause game	START button

TRICKS

Anybody can fly down a mountain. Not everybody can fly over one. Throw yourself off a cliff, stick the landing and get ready for the next big trick.



GRABBED AIR TRICKS

Start your aerial assault with a sick "Grab" during a mid-air flight.

TO PERFORM A GRABBED AIR:

1. Press and hold the * button to crouch as you approach a jump. Just before the end of the jump, release the * button to take off.
2. While in the air, press the L1 button, L2 button, R1 button, or R2 button to perform a grabbed air.
 - ↳ If you want to get real funky, press two or more of these buttons at the same time to perform more complex grabs.
 - ↳ To "tweak" a grab, press and hold the L1 button, L2 button, R1 button, or R2 button + the ■ button when the Adrenaline meter is NOT full (► see Über Tricks on p. 17 when full). Your body twists as you perform the trick, increasing the difficulty of sticking the landing. Remember, you must perform the grab *then* tweak.
3. As your body falls closer to the snow pack, release all buttons and level out the board for a smooth landing. You may face plant a few times before mastering this step.





ROTATION TRICKS

180's, 360's, 540's, ... whatever. You do the math. Just be sure to bust out with some serious hang time with a Rotation "Flip" or "Spin."

TO PERFORM A SPIN:

1. Press and hold the **X** button to crouch as you approach a jump.
2. Press and hold the D-Button **↔** to spin left or right (**←** to spin left, **→** to spin right).
3. Release the **X** button to jump.
4. When you get close to the ground, release all buttons to prepare for landing.

TO PERFORM A FLIP:

1. Press and hold the **X** button to crouch as you approach a jump.
2. Press and hold the D-Button **↑↓** (**↑** for a front flip, **↓** for a back flip).
3. If you press and hold the D-Button diagonally, you flip diagonally, which is a tougher trick to land.
4. Release the **X** button to jump.
5. When you get close to the ground, release all buttons to prepare for landing.

ADVANCED TRICKS

If you think you're "Big Time," combine your sick moves during a trip over a wild jump. If you're good enough, you can also change your grab hand while in the air, or pull off a combination of right and left spins. Check out these advanced tricks and bust them out on the hill.

SWITCH

A trick pulled off with your "opposite" or "goofy-foot" foot forward (right foot forward for a regular footed rider).

LATE

Throw out a grab or a spin during the early stages of a jump and just before you land, bust out with another last-second trick.

FAKIE

Land a trick with your "goofy-foot" foot forward.



NOTE: No extra points are given for Switches, Lates, or Fakies. They are worth the same as their regular counterparts.

TWEAK

Press the **■** button while performing a Grab (**> p. 15**) to execute the Tweak move (when the Boost meter is NOT full). Tweaks are merely a style variation of the grab. Tweaked tricks include Unethical, Sinful, and Madness.

RAIL RIDING

Snow is not the only terrain to ride in *SSX Tricky*. Jump up onto a rail or a similar obstacle—logs, fences—and "Rail Ride" it down. If you really want to show off some moves, jump off the end of the rail with a trick.

TO RAIL RIDE:

- 1. Press the **X** button to jump on a rail.
- 2. D-Button **↔** to rotate counter-clockwise or clockwise on the rail.
- 3. Use the left analog stick **↔** to adjust your balance on the rail.

ÜBER TRICKS

When you fill up the Adrenaline Meter, the Uber disk rotates and it's an all out trickfest for every kind of boarder. Take airborne stunts to the next level with a high-flyin', gravity defying "ÜBER" trick that will leave your competitors in awe.

TO BUST OUT WITH AN ÜBER TRICK:

1. When the Uber disk starts to rotate, press and hold the **X** button to crouch as you approach a jump. Just before the end of the jump, release the **X** button to take off.
2. While airborne, press and hold the **L1** button, **L2** button, **R1** button, or **R2** button + the **■** button (hold).
3. Über time.



NOTE: If the Adrenaline Meter is empty, you can still pull off an Über trick, just as long as the Über disk is rotating. When activated, the disk spins for 20 seconds and you must perform the trick within this allotted time.



NOTE: Each successful Über trick fills up a letter in TRICKY. Once all of the letters are filled up, you will have infinite Adrenaline.

CHARACTER-SPECIFIC ÜBER TRICKS

Every character has a unique Über trick that they can perform when riding on their default board type. For example, Eddie can perform his character-specific Über trick on any freestyle board (his default board type).

- 1. Perform a character-specific Über trick with the **L1** button plus the **L2** button and then the **■** button when playing as Zoe, Brodi, or Elise. For all other characters, press the **R1** button plus the **R2** button and then the **■** button.

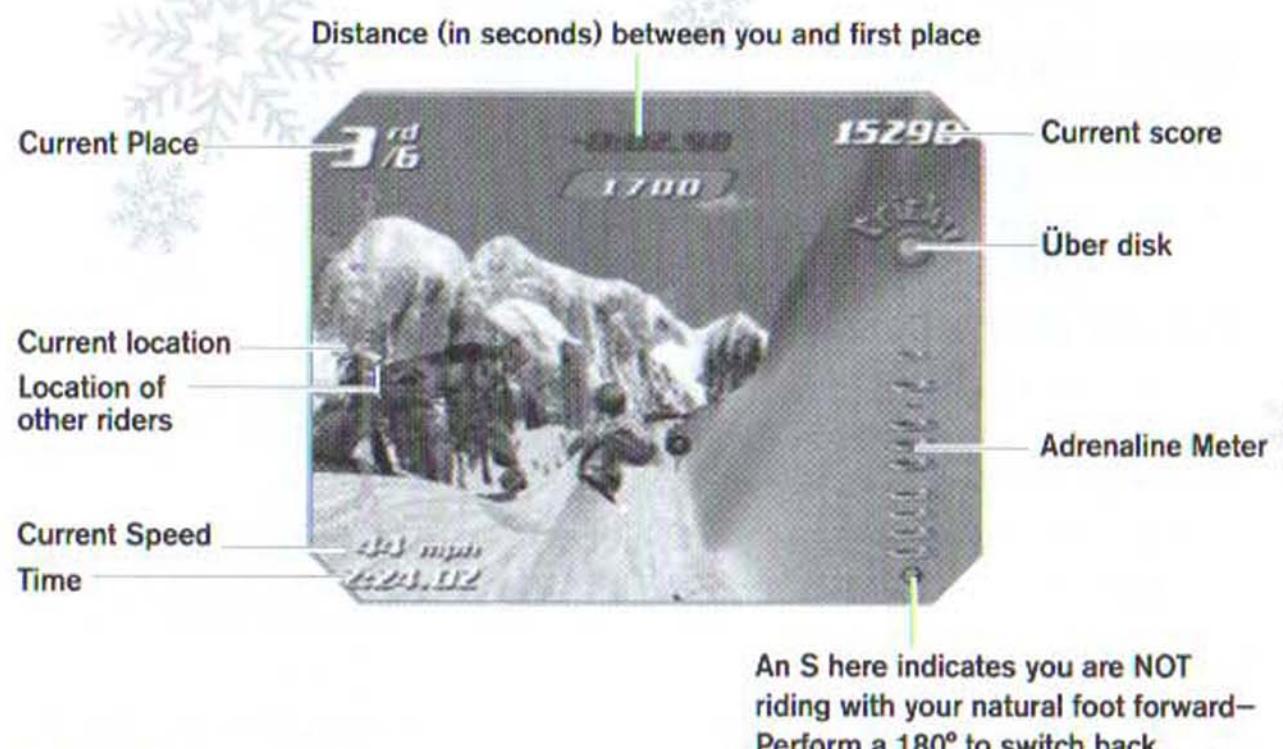


RIDING THE COURSE

This is your mountain. Own it.

GAME SCREEN

The race begins with your rider behind the starting gate at the top of the mountain. Once the gate drops, your rider automatically starts down the hill. Take control and get some speed right out of the gate by pressing the left analog stick ↑.



SCORE

Pick up some points by pulling off some sick tricks during your trip down the hill. The bigger the trick, the bigger the reward.

- ☛ If you keep trying the same trick, the Trick Points for that trick decrease. So try something new.

ADRENALINE METER

Watch your Adrenaline Meter rise as you pull off some mid-air acrobatics, then use your Adrenaline later when you need some extra speed. Keep in mind that you receive higher points as the difficulty level rises.

- ☛ To use your Adrenaline boost, press the ■ button anywhere on the course.
- ☛ The boost you get from using your Adrenaline depends on the level of the Adrenaline Meter. When the Adrenaline Meter is filled to the red level, you get a bigger boost than if it's in the orange, which in turn gives a bigger boost than the yellow level.
- ☛ Adrenaline decreases over time and when you fall. The longer you ride without jumping, the more your Adrenaline Meter decreases.

ÜBER TRICKS

These are the nastiest tricks that you can pull out of your hat.

- ☛ Once your Adrenaline meter reaches full capacity, bust out with an Über trick and light up the sky. Just Grab and Tweak. To perform an Über Trick, ➤ p. 17.



NOTE: Character specific Über tricks can only be done on their default riding style boards.



PAUSE MENU

Catch your breath and take a break from the wild action by pausing the game. You can also change game options and check out your Trick Book from here.

- To pause during gameplay, press the **START** button. The game freezes and the Pause menu appears.

CONTINUE

Continue racing in the current event.

RESTART

Start over at the top of the mountain.

OPTIONS

Change the screen's brightness, change the camera angle, adjust various sound volumes, set the **HUD Detail**, and change the song.

QUIT

Leave the mountain and call it a day.

TRICK BOOK

See what tricks your rider must complete in a chapter.

View the tricks listed in a current chapter that you have to complete. When an entire chapter is completed, you move on to the next trick in the next chapter.

Arrows indicate a spin or flip. The number after the arrow indicates the degree. For example, →540 means perform a 540° spin to the right.

All items listed together (arrows, plus button commands) are to be performed simultaneously, unless separated by the word "TO," which indicates a combo.

NOTE: You can complete your trick book tricks in any mode except Trick Tutorial.

NOTE: You can't unlock tricks listed in your trick book that is NOT in your active chapter. For example, if you unknowingly perform a trick from Chapter 4, but you're still in Chapter 2, that trick is not recorded in your trick book.

WORLD CIRCUIT



Take on the best in a full season of snowboard racing. World Circuit pits you against a field of elite boarders on the greatest courses ever designed.

NOTE: World Circuit mode offers the same events as Single Event mode, with the exception of Time Challenge (► Single Event Mode on p. 9).

RACE

See if you can advance through the qualifying rounds all the way to the finals.

How it works:

- Each World Circuit course consists of three rounds: quarter, semi, and final. Finishing third or higher allows you to proceed to the next round.
- If you finish 4th or lower, you are able to restart the heat in order to place in the top three.
- If you rank third or higher in the final round, you win a medal and unlock the next course. You start first on the Garibaldi course.
- When you finish a course and receive a medal, you receive Experience Points which you can distribute among the different attributes (Edging, Speed, Stability, and Tricks) to increase your skill levels. Experience Points lead to Ranking Promotions.
- The Rankings, in order, are: Newbie, Rookie, Contender, Natural, Star, Veteran, Champ, Superstar, Sensei, and Master.
- After you unlock new venues, they become available from the Select Venue screen when setting up other game modes.

SHOWOFF

Showoff events in World Circuit mode also offer you the chance to earn medals. Not only do gold medals look cool hanging around your neck, they also unlock characters.

- To win a medal in a Showoff event, you must score a certain number of Trick Points. For instance, in the first course, Garibaldi, the required points for a gold medal is 55,000, a silver medal 40,000 and a bronze medal 25,000.

NOTE: You can win medals in World Circuit Race events as well.





- The score required for each medal is displayed on the intro screen before each course. The score required for the next available medal (starting with bronze) is displayed on the upper left corner of the game screen.
- Earning gold medals in World Circuit Showoff and Race events unlocks characters. After you unlock characters, they become available from the Select Character screen when setting up other game events.

PRACTICE

The course is all yours. Practice jumps, tricks, turns, or whatever you need work on. Here's where you learn the fundamentals as you get ready for the real thing.

- From the Select Mode menu, highlight PRACTICE and press the **X** button. The Select Event menu appears.
- Select your rider, course and other options like you would in Single Event mode and then take your act to the mountain.

FREERIDE

A Freeride in Practice mode is exactly that—a free ride down the hill. There are no points to be earned and no time to worry about. It's just you and the mountain. Take advantage of this time to learn the course.

TRICK TUTORIAL

In Trick Tutorial, you get to ride off a phat jump and practice all the tricks that you know.

- The Trick Tutorial offers to show you a trick with the help of a controller icon. Select SHOW ME and then pay close attention to the button commands. Here, the CPU is your friend. Only the tricks in the chapter that you are working on can be viewed.
- When you're ready to try the trick, select PERFORM and give it a try. Use the controller icon for guidance.
- Every rider has a 6 chapters comprised of different tricks to practice. They should be checked out.

ADVANCED REPLAY

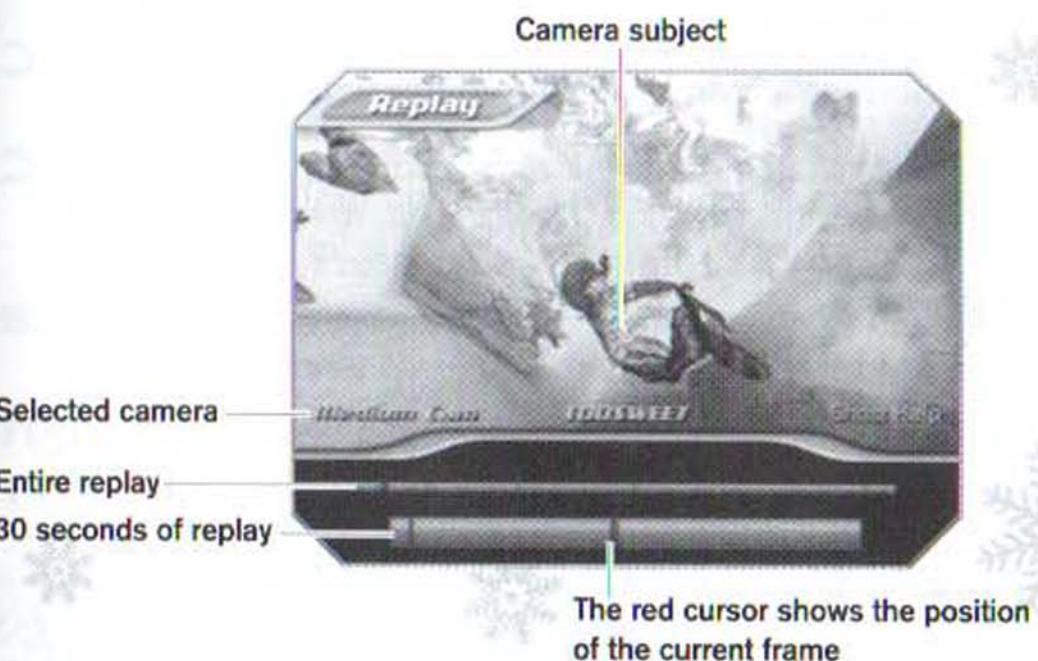
Check out the thrills and spills again by viewing a replay. Advanced Replay lets you view all the action from the last race from different camera angles. You can even edit and save your replays (► Save/Load Replays on p. 26).



NOTE: You can save your replays in Normal replay mode as well.

TO ACCESS ADVANCED REPLAY:

- At one of the game setup screens, press the **■** button to access the Options screen.
- Select GAME OPTIONS, then set Replay Mode to ADVANCED.
- After you finish a race, enter your name (if you recorded a record time), then select REPLAY from the menu at the bottom right of the screen. The replay screen appears.





SAVING AND LOADING

Save and load your sweet moves to a memory card (8 MB)(for PlayStation®2).



NOTE: Never insert or remove a memory card when loading or saving files.

SAVE/LOAD GAME/OPTIONS

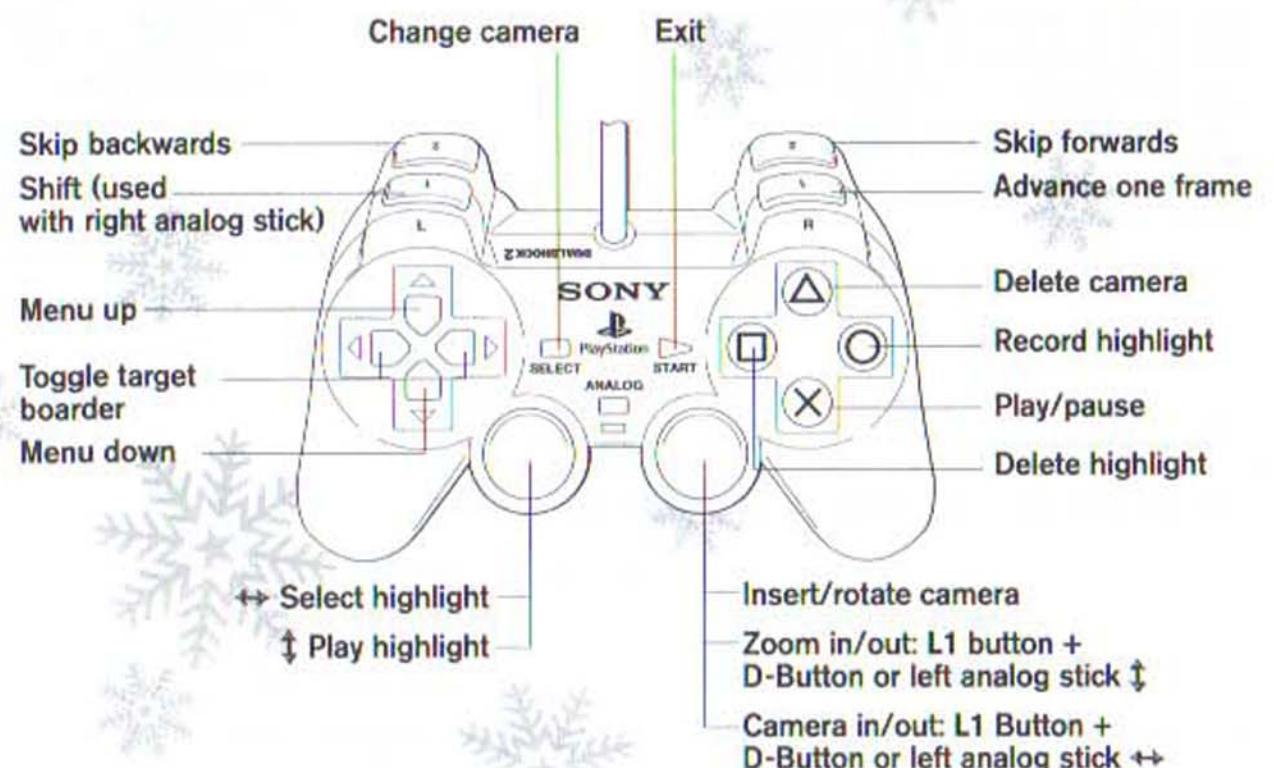
Save your game and game settings for future use.

TO SAVE A GAME/OPTIONS CONFIGURATION:

1. Access the Options screen by pressing the **■** button at any game setup screen.
2. Select **SAVE/LOAD** and press the ***** button.
3. Select **SAVE GAME/OPTIONS** and press the ***** button. The screen displays how much space you have left on your memory card.
4. Press the ***** button save or the **▲** button to cancel. If you press the ***** button and do not have a previously-saved configuration, your configuration will be saved at this point.
5. If you already have a game/options configuration saved, you can delete it by pressing the **●** button.
6. If you press the ***** button to save and you already have a saved configuration, you are asked if you wish to overwrite the configuration. Press the ***** button for YES or the **▲** button for NO.
7. After you have saved your configuration, press the ***** button to continue.

TO LOAD A GAME/OPTIONS CONFIGURATION:

1. From the **SAVE/LOAD** menu (see save instructions above), select **LOAD GAME/OPTIONS** and press the ***** button. The screen displays how much space you have left on your memory card and whether or not you have a game/options configuration saved.
2. Press to the ***** button to load or the **▲** button to cancel.
3. After you have loaded your configuration, press the ***** button to continue.



NOTE: No info is lost when saving in Normal and Advanced. The game selects what can be viewed in the Replay versions.

- Delete Highlight removes any highlight to the right of the red cursor.
- Delete Camera removes any camera insertion to the right of the red cursor.

TO ADD A CAMERA:

1. Move the cursor to the frame where you want to insert a new camera.
2. Press the camera insertion button (**R3** button) to place a camera index. This makes all frames to the right of the camera index the camera view (until another camera index is inserted).

NOTE: The camera view retains the last camera view used. If you set a camera you like and then go back and choose another angle, it retains that second camera angle.

3. Repeat to insert another camera.
- The target of the camera changes based on where the red cursor is on the time bar. There is, however, no indication on the time bar of a change in target.



AUTO LOAD

Auto Load automatically loads saved options from a memory card when you turn on your PlayStation 2 console. This way you don't have to set up your favorite game settings each time you fire up SSX Tricky.

TO USE AUTO LOAD:

1. Save your desired game/options configuration (► *Save/Load Game/Options* on p. 25).
2. Access the Options screen by pressing the ■ button at any game setup screen.
3. Select GAME OPTIONS and press the ✖ button.
4. Toggle Auto Load Options ON.
5. The next time you turn on your PlayStation 2 console, be sure to first insert a memory card into MEMORY CARD Slot 1.
➥ Your game settings are saved along with your options.

SAVE/LOAD REPLAY

Check out the spills and thrills from your trip down the mountain. You can save replays in either Normal or Advanced Replay mode.

TO SAVE A REPLAY:

1. After you finish a race, enter your name (if you recorded a record time), then select REPLAY from the menu at the bottom right of the screen. The replay screen appears.
2. Press the ✖ button to start the replay. When the replay appears, press the START button to access the Replay menu.
3. Highlight SAVE REPLAY and press the ✖ button. The Save Replay screen appears.
4. Select a slot in which to save your replay and press the ✖ button.
 - ➲ If you do not choose a slot marked <EMPTY>, you will be asked if you wish to overwrite the file in this slot. Press the ✖ button for YES or press the ▲ button for NO.
 - ➲ If you already have a replay saved, you can delete it by highlighting it and pressing the ● button.
5. After you have saved your replay, press the ✖ button to continue.
➥ You can have up to four replays saved at any time.

TO LOAD A REPLAY:

1. Access the Options screen by pressing the ■ button at any game setup screen.
2. Select SAVE/LOAD and press the ✖ button.
3. Select LOAD REPLAY and press the ✖ button. The screen displays how much space you have left on your memory card and all replays available for loading.
4. Highlight a replay to load and press to the ✖ button, or press the ▲ button to cancel. The replay screen appears (► *Advanced Replay* on p. 23).



CREDITS

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Lead Programmer: Bob Silliker

Lead Character Artist: Ian Lloyd

Lead Front End: Geoff Coates

Lead Sound Artist: Frank Faugno

Art Director: Ron Bignell

Technical Art Director: Clint Hanson

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Sr. Development Director: Brett Bradstock

VP Product Development: Pauline Moller

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Talent Manager: Mitch Miles

Music Licensing: Beverly Koeckeritz

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MC Voice: Rahzell Brown

Movie Samples: Mike Donovan

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Narrator Voice: Brent Chapman (North America), Jean-Francois Aupied (France), Wolfgang Ley (Germany), Hiroyuki Sato (Japan)

Voice Direction: Steve Rechtschaffner, Sean Penney (North America), Martin Schäfer, Bernd Stephan (Germany), Martial Le Minoux (France), Yoichiro Furusawa, Kaz Makita, Tsutomu Onda (Japan)

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Art Director: Ron Bignell

Production Manager: Nathalie Mathieu

Cameramen: Patrick Bell, Ted Cannem, Ken Oreskovich

Editors: Kathy Garland, Bob Landy, James Lawson, Mike Taylor

Audio Post: Rom Diprisco, Gordon Durity, Frank Faugno, Francois Lafleur, Kerry Uchida

Post Production Supervisor: Mark Lange

Post Production Assistant: Peter Miller

Computer Graphic Artist: Mimi Lee

Additional footage provided by: HotHouse Production (UK Ltd.)

MUSIC

"It's Tricky"

Performed by Run DMC

Written by D. McDaniel/J. Mizell/R.

Rubin/J. Simmons

© Protoons, Inc. (ASCAP) /Rush Groove Music (ASCAP)

(P) 2000 Recording courtesy of Arista /Profile Records

"Superwoman"

Performed by Rasmus

Written by Rasmus Gardell

© 1998 Big Life Music

(P) 1998 Recording courtesy of Bolshoi Records

"System Overload (The Download is Complete Mix)"

Performed by Huda Hudia

Written and Produced by DJ Huda Hudia

Published by Dan Jorajuria/Copyright Control

© 2001 Kaleidoscope Music

(P) 2001 Recording courtesy of Kaleidoscope Music



"Hip Hop Phenomenon"

Performed by BT and Tsunami One

Written by Brian Transeau, Adam Freeland, Kevin Beber

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Licensed courtesy of Nettwerk Productions

"Smartbomb – Plump DJ's Mix"

Performed by BT

Written by Brian Transeau

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"Board Burner"

Performed by Mixmaster Mike

Written by Michael Schwartz

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(P) 2001 Recording courtesy of Mixmaster Mike

"Shake What Yo' Mama Gave You"

Performed by Skank

Written by A. Rizzo and E. Ireland

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"Reality Detached"

Performed by The Forth

Written by Andrew Archer

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"Slayboarder – Theme Song from SSX"

Performed by Mixmaster Mike and Rahzel

Written by Michael Schwartz and Rozell M. Brown

Produced by Mixmaster Mike and Rozell M. Brown

Programmed and Produced by John Morgan

Additional Bass Riffs by Saki Kaskas

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(P) 2000 Recording courtesy of MCA Records and Mixmaster Mike

"Finished Symphony"

Performed by Hybrid

Written by Mike Truman

Orchestral parts arranged and scored by S. Puttman

All Orchestral parts performed by the Russian Federal Orchestra

© 1999 Sherlock Holmes Music

(P) 1999 Recording courtesy of Distinctive Records

"Song for Dot"

Performed by Space Raiders

Written by Mark Hornby, Gary Bradford, Martin Jenkins and Antoine Domino

Produced by Space Raiders

Contains excerpts from "There Goes My Heart Again" as performed by Fats Domino, under license from Capitol Records, a division of Capitol Records Inc.

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(P) 1999 Recording courtesy of Skint Records

"King of the Beats"

Performed by Aphrodite

Written by Gavin King, Errol Bedward and Tony B (Mukesh Anthony Baboolall)

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"Leader"

Performed by Bif Naked

Written by Bif Naked and Doug Fury, Inc.

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"The Rose Petalled Garden"

Performed by Black Label Society

Written by Zakk Wylde

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"Baby Portable Rock"

Performed by Pizzicato 5

Written by Yasuharu Konishi

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Bug Music

(P) 1997 Recording courtesy of Matador Records and Denon-Nippon/Columbia Co. Lt.

"Bonecracker"

Performed by Shocore

Written by Shocore

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"Twin Peak Loop"

Performed by

Chris Stieber and Martin Stieber

Written by Chris Stieber and Martin Stieber

Publishing courtesy of BMG Germany

Recording courtesy of Chris Stieber and Martin Stieber

Original Music Compositions

"Adam's Revenge"

Written and Produced by John Morgan

Mixed by Francois LaFleur

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"Downtime 2001"

Written and Produced by John Morgan

Mixed by Francois LaFleur

© 2001 Electronic Arts

"Top Bomb"

Written and Produced by John Morgan

Scratching by DJ Precise

Mixed by Ken 'Hiwatt' Marshall

© 2000 Electronic Arts

"Gin and Sin"

Written and Produced by John Morgan

Scratching by DJ Precise

Bass and Guitar by Saki Kaskas

Dope beat vocals by Adam Mackay-Smith

Mixed by Ken 'Hiwatt' Marshall

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"Bass Invaders - SSX Tricky Menu"

Written and Produced by John Morgan

Mixed in by Francois Lafleur

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"Speed Freak - Snowdream Intro"
Written and Produced by John Morgan
© 2000 Electronic Arts

"Elysium Intro"
Written and Produced by John Morgan
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"Renegade - Mercury City Intro"
Written and Produced by John Morgan
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"Himalayas - Mesablanca Intro"
Written and Produced by John Morgan
Mixed by Ken 'Hiwatt' Marshall
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"Destroy the Competition - Aloha Ice Jam Intro"
Written and Produced by John Morgan
Vocals by MC Nuetrixx
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"Garibaldi Theme"
Written and produced by John Morgan
Mixed by Francois LaFleur
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"Alaska Theme"
Written and produced by John Morgan
Mixed by Francois LaFleur
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Music Supervision: John Morgan

Music Special Thanks: Troy Shelton, Abel at Vinyl Addiction, Mix Master Mike, Dianne Laffitte, Dan Jorajuria (Huda Hudia) (Kaleidoscope Records), Gavin King (Nettwerk Records), Terry McBride (Nettwerk Records), Geoff Goddard (Nettwerk Records), Carter Marshall (Nettwerk Records), Adam Smith (Nettwerk Records), Sarah (Bolshi Records), Andrew (Boxed), Kiki (Exert Productions), Adam MacKay-Smith

"Equinox - Megaplex Intro"
Written and produced by John Morgan
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"Brodi Theme"
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"Elise Theme"
Written and produced by John Morgan
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"JP Theme"
Written and produced by John Morgan
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"Mac Theme"
Written and produced by John Morgan
Scratching and Vocals by DJ Precise Ryan Wall
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"Marisol Theme"
Written and produced by Rom Di Prisco
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"Metrognome - Moby Theme"
Written and produced by Saki Kaskas
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"Song from EA Sports FIFA 97"
Written and produced by Graeme Coleman
Mixed by Randy Staub
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Special Thanks: Douglas Gayeton, Ian Jenkins@ Coast Mountain, EAC Digital Productions Services, Edwin Dolinski, Animation Development Group, Tools and Libraries @ EAC, EAC CATALB, IRC @ EAC, Paul Lee, Howard Donaldson, Sam Nelson, Pam Burnell, Cheryl Smith, Kelly Kooner, Violet Molnar, Hein, Thomas and Amanda (B5 Atomic Studios), Paul Kerrins @EAUK, Business Affairs@ EAC, Finance@ EAC, Facilities@ EAC, Wilton Woo, HR@ EAC, FIT@ EAC, Wendell Harlow, Kathy Malley, Zoe Quinn, Heidi Newell, Bebe Rose, Kobe, Frank and Marty @Teamworks, Morna Coates @ GGRP, Shaw @Feldman & Associates, Peter Carroll @ TKO Entertainment, Lauren Levitt & Associates, Chela @ Kirk Talent, Jeff @ Ford Models (Vancouver), Tim Curtis, Steven Siebert, Chuck Pacheco, Whitney Smith, Maury Dimauro, Julie Wickson, Kobi Wu, Emily Hay, Ursula Lopez, everyone at Hothouse Productions (UK Ltd.), Cypress Mountain, Heather Weir, Eva Whiteway

Very Special Thanks: To all the spouses, children, girlfriends, boyfriends and others for your ongoing support and understanding of what it takes to make yet another beautiful game. Thank you!

SSX Tricky is a Chaos Production.

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SSX Tricky

